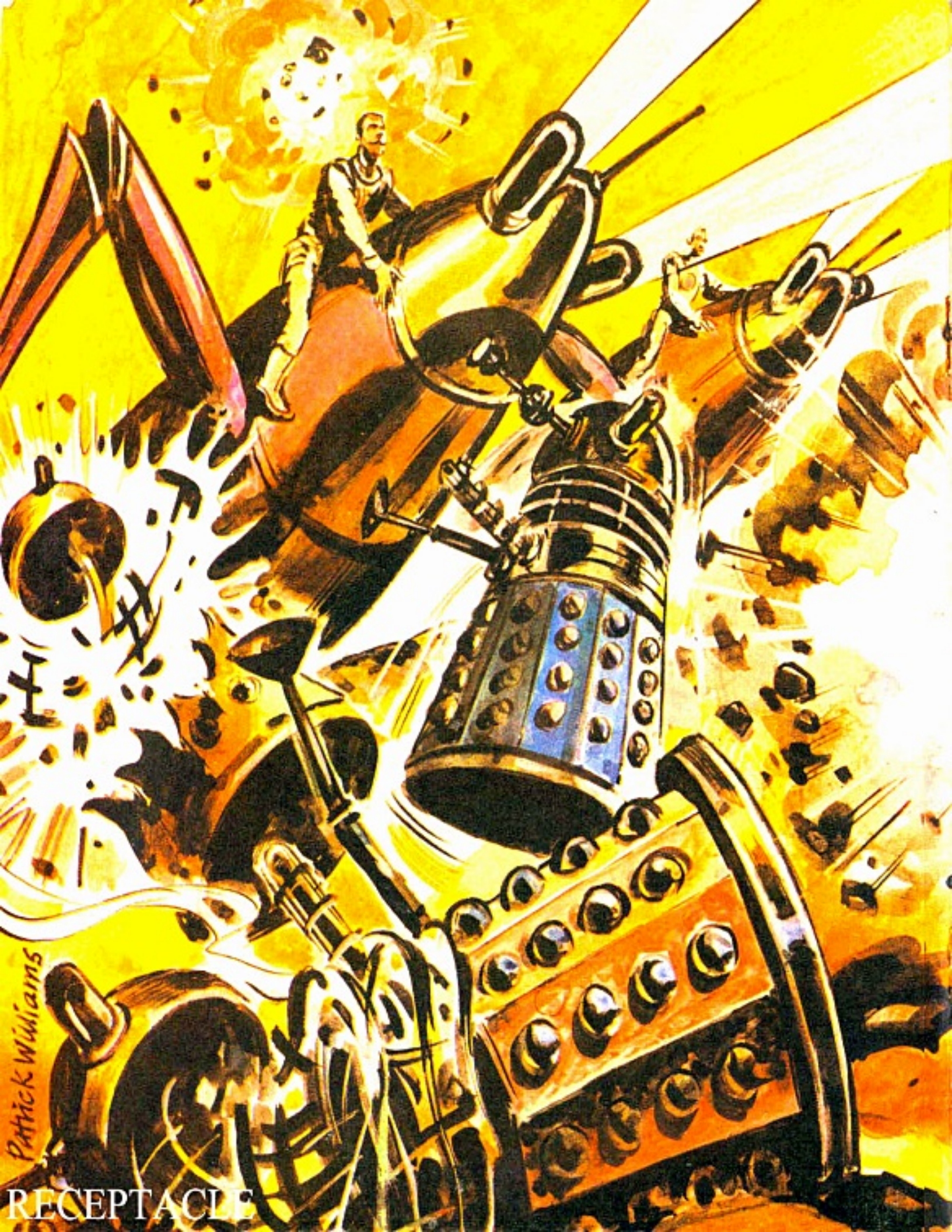
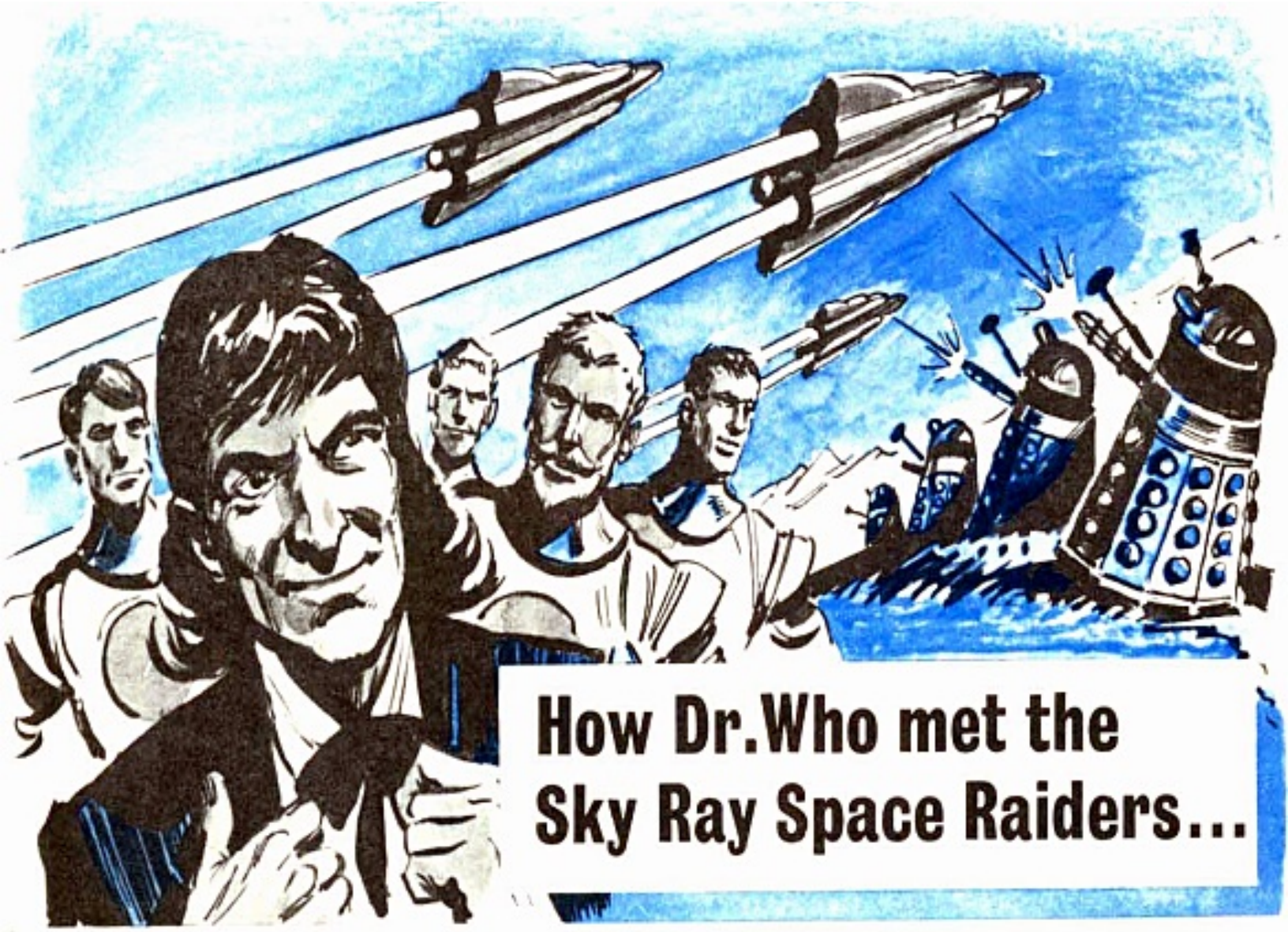


RECEPTACLE

Dr Who's Space Adventure Book

A SKY RAY publication by arrangement with BBC tv



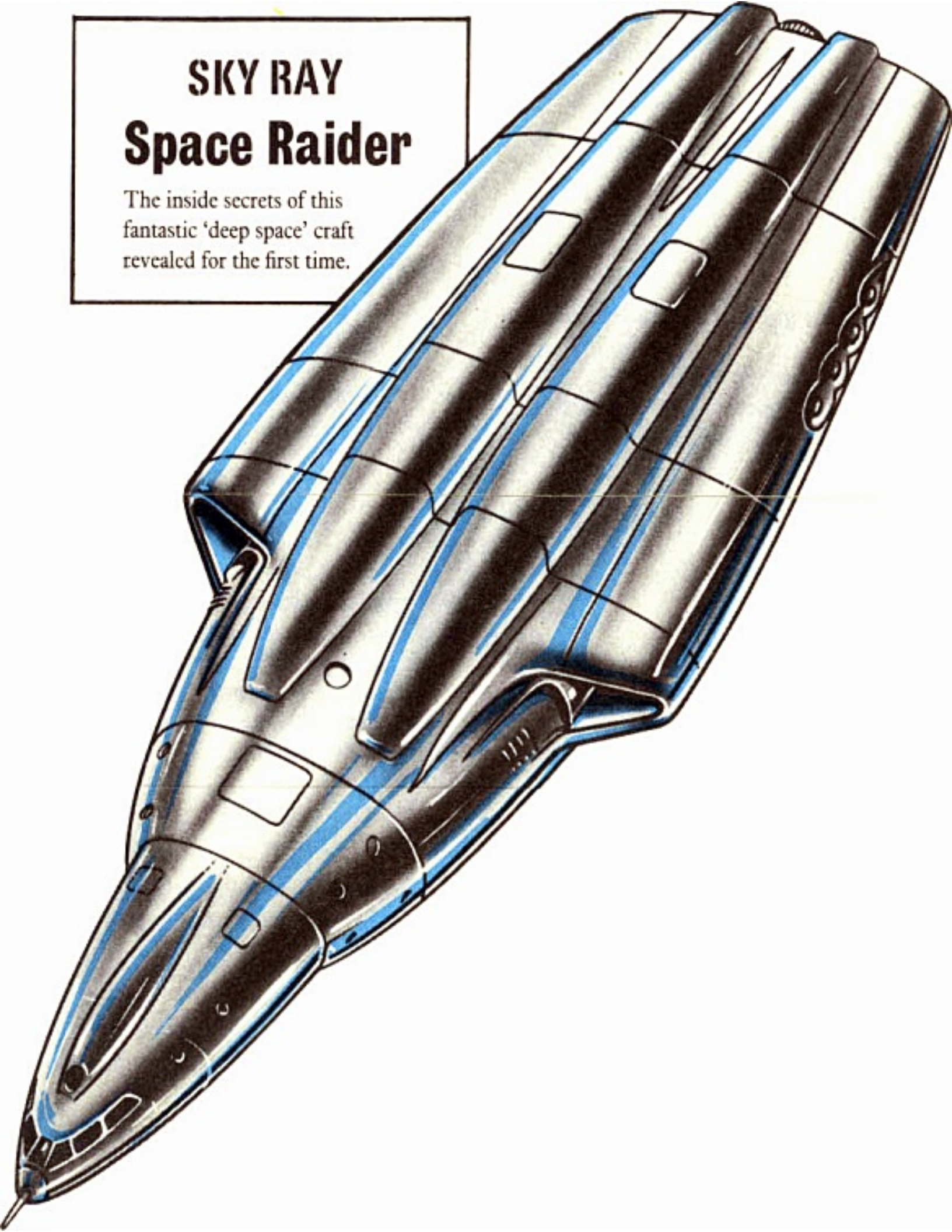
How Dr.Who met the Sky Ray Space Raiders...

The United Nations Space Authority created the Special Duty Space Commandos – the Sky Ray Space Raiders – to meet any threat from outer space. The terrible Daleks were considered to be the most likely hostile force to threaten our solar system. And the man who knew most about Daleks was, of course, Doctor Who. So Doctor Who was called in to advise the Sky Ray Space Raiders on how to tackle the Daleks. Since then he and the Sky Ray Space Raiders, led by Commander Clay, have faced the menace of the Daleks in battle after battle . . .

WALL'S NEW SKY RAY – THE SHAPE OF THRILLS TO COME!

SKY RAY
Space Raider

The inside secrets of this fantastic 'deep space' craft revealed for the first time.



SKY RAY *Space Raider Secret Data Sheet*

PROPULSION SECTION

Primary Power Unit (*for deep space flight*)

1 Atomic engine
2 Atomic pile (in lead casing)

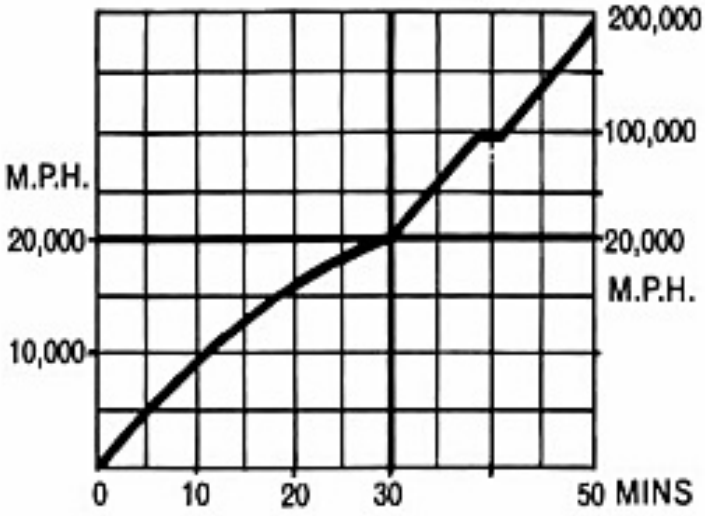
Secondary Power Unit (*for Earth flight*)

3 Jet engine
4 Jet fuel tank
5 Steering jets
6 Air intake

Underwater Power Unit (*limited duration*)

7 Water intake
8 Duct taking water to atomic pile where it is converted to flash-heated steam for underwater jet propulsion

Acceleration Rate in deep space



in Earth atmosphere

HULL SECTION

9 Bomb chutes
10 Food store and galley
11 Combined water/air purifier and refrigeration unit
12 Armoury equipped with stun guns, thermo-guns, radar bombs, etc.
13 Rocket missile magazine
14 Sleeping-quarters—three crewmen off duty. (Serves also as solar radiation shelter and as anti-compression chamber during acceleration and deceleration.)
15 Space-suit locker

CONTROL SECTION

16 Orbit and flight computer
17 Automatic take-off/landing controller
18 Target predictor
19 Rocket missile control unit
20 Jet-packs—miniature propulsion units used by crew when required to leave ship during space-flight
21 Stellar chart room
22 Radar telescope
23 Radio cabin
24 Flight deck—three crewmen on duty
25 Laser cannon

Performance in Earth atmosphere

Cruising speed: 25,000 m.p.h.
Attack speed: 35,000 m.p.h.

Performance in deep space

Cruising speed: 200,000 m.p.h.
Attack speed: 250,000 m.p.h.

SKY RAY *Space Raider Secret Data Sheet*

PROPULSION SECTION

Primary Power Unit (*for deep space flight*)

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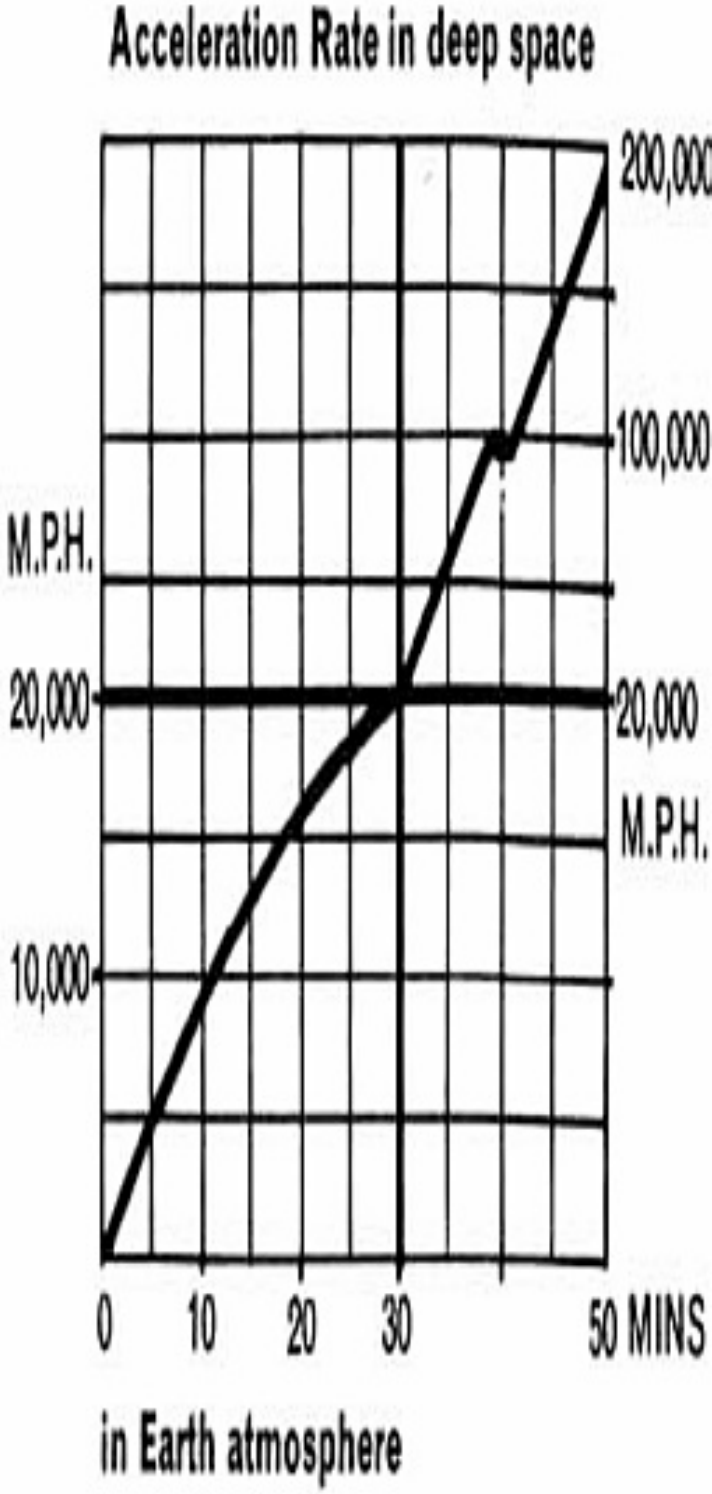

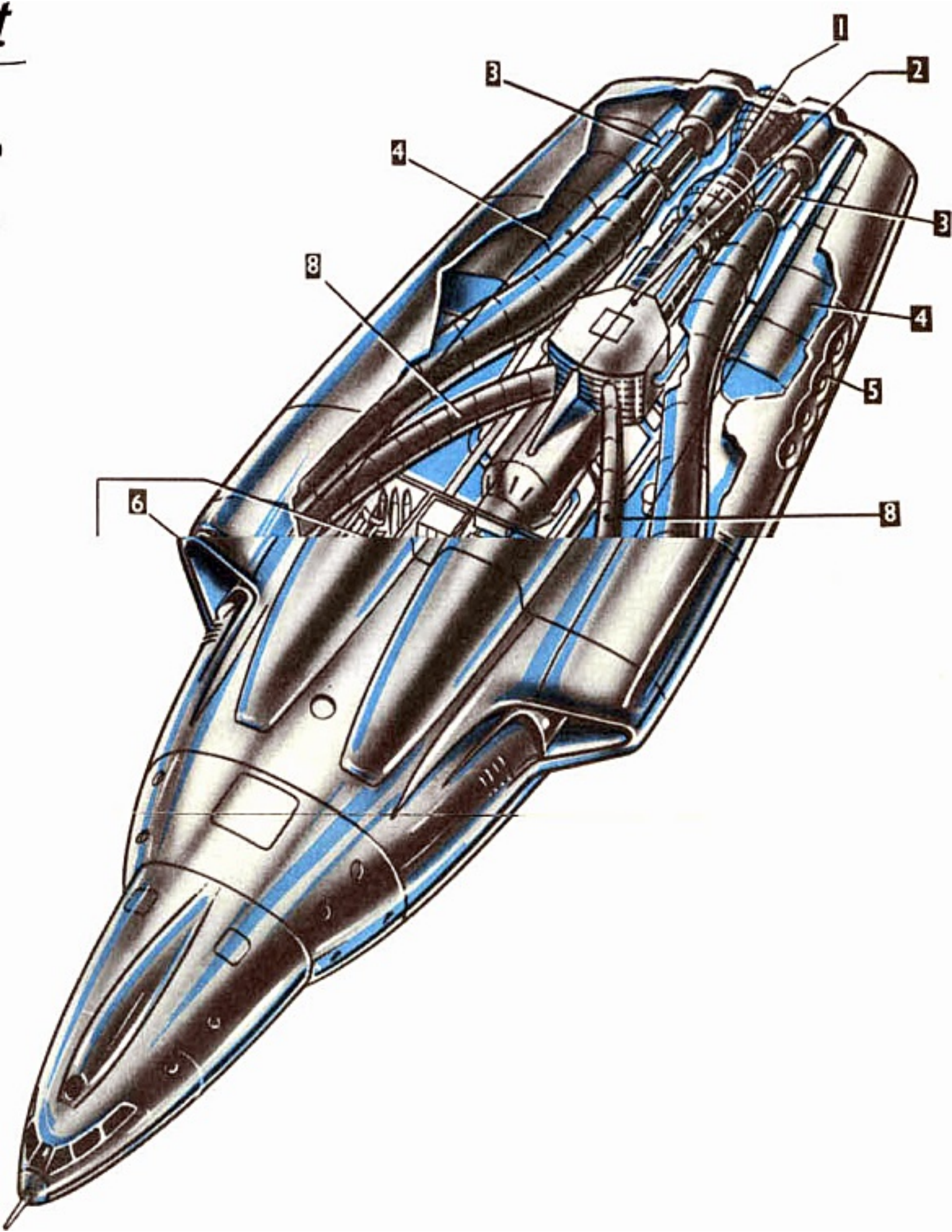
1
2
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HULL SECTION

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SKY RAY

Space Raider

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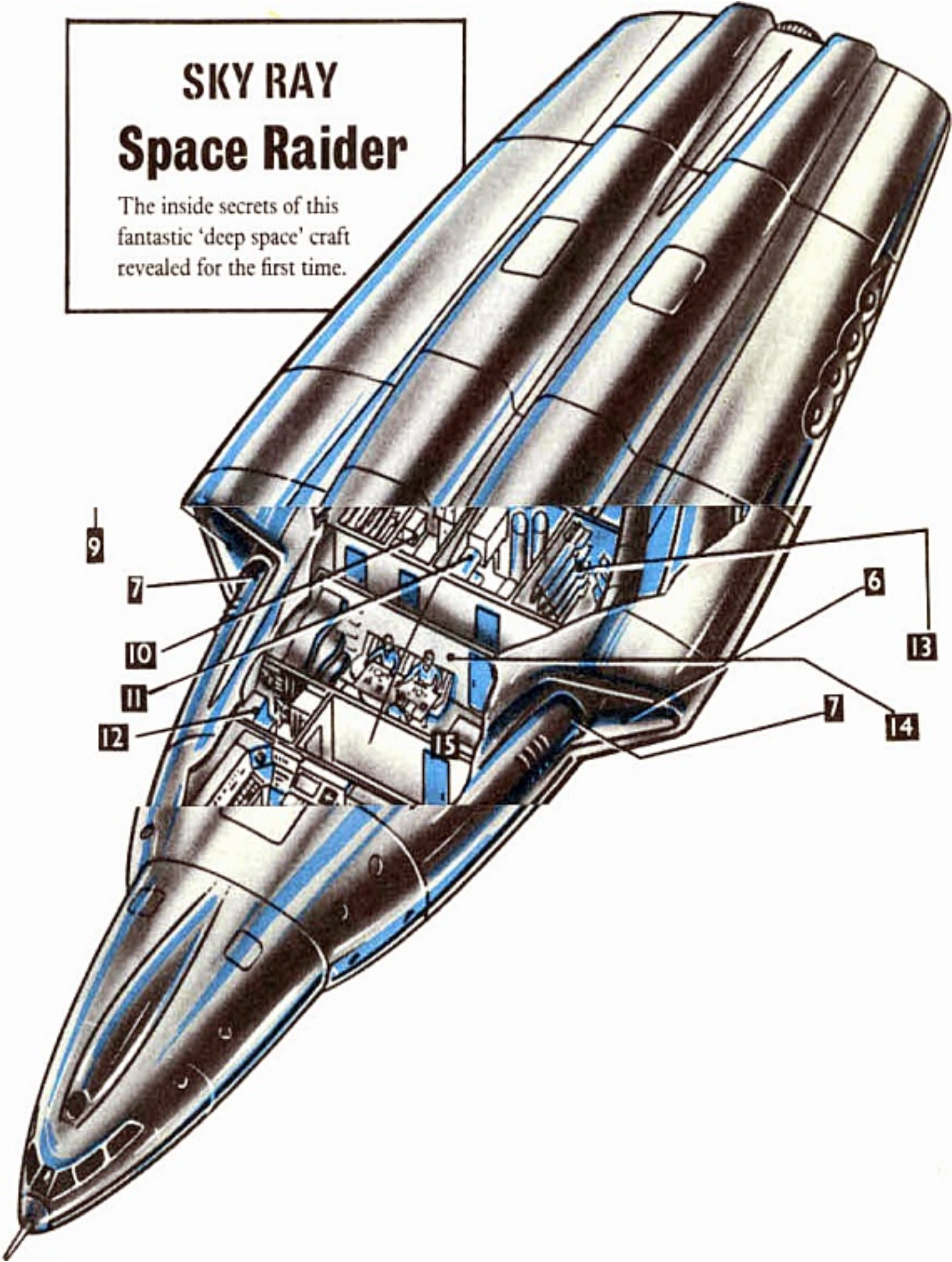
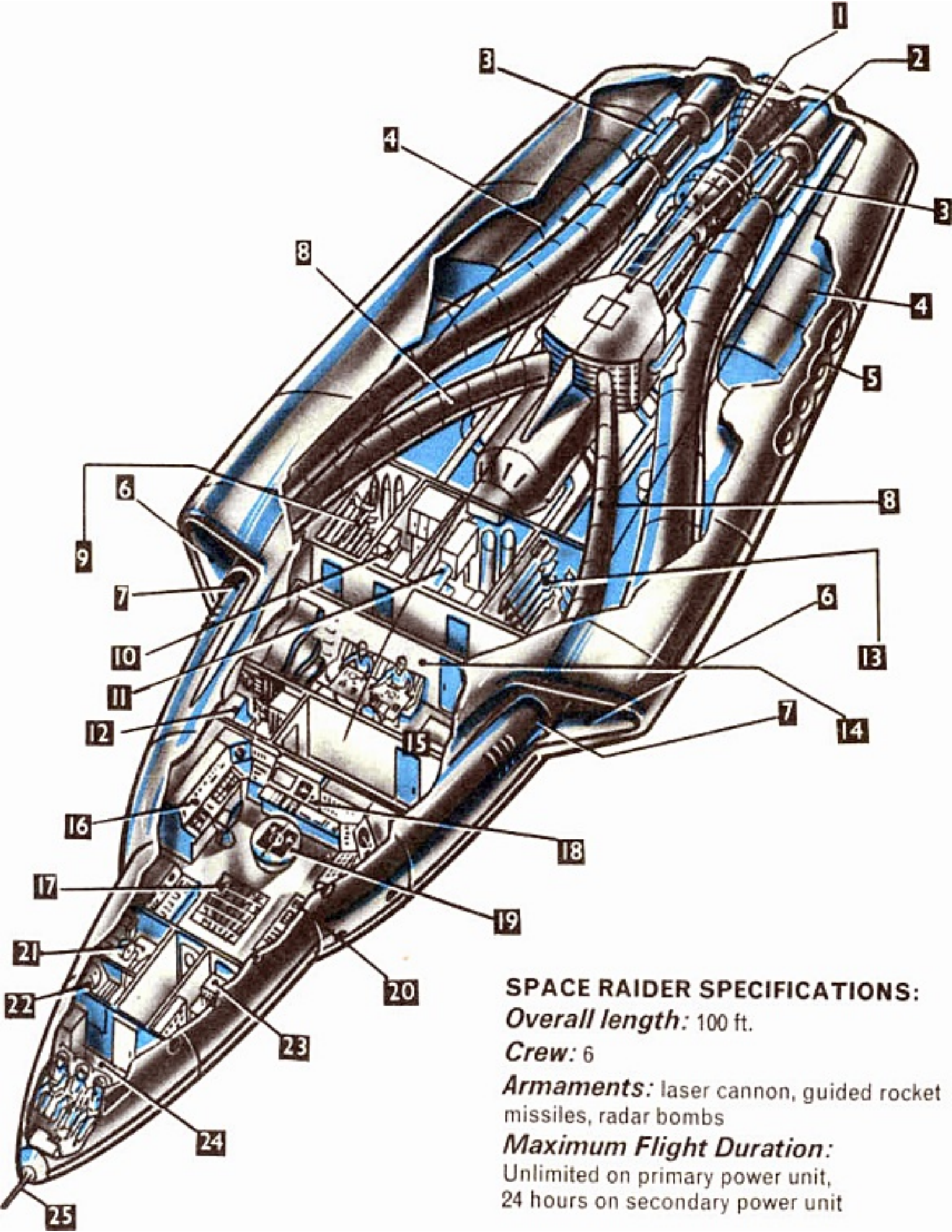




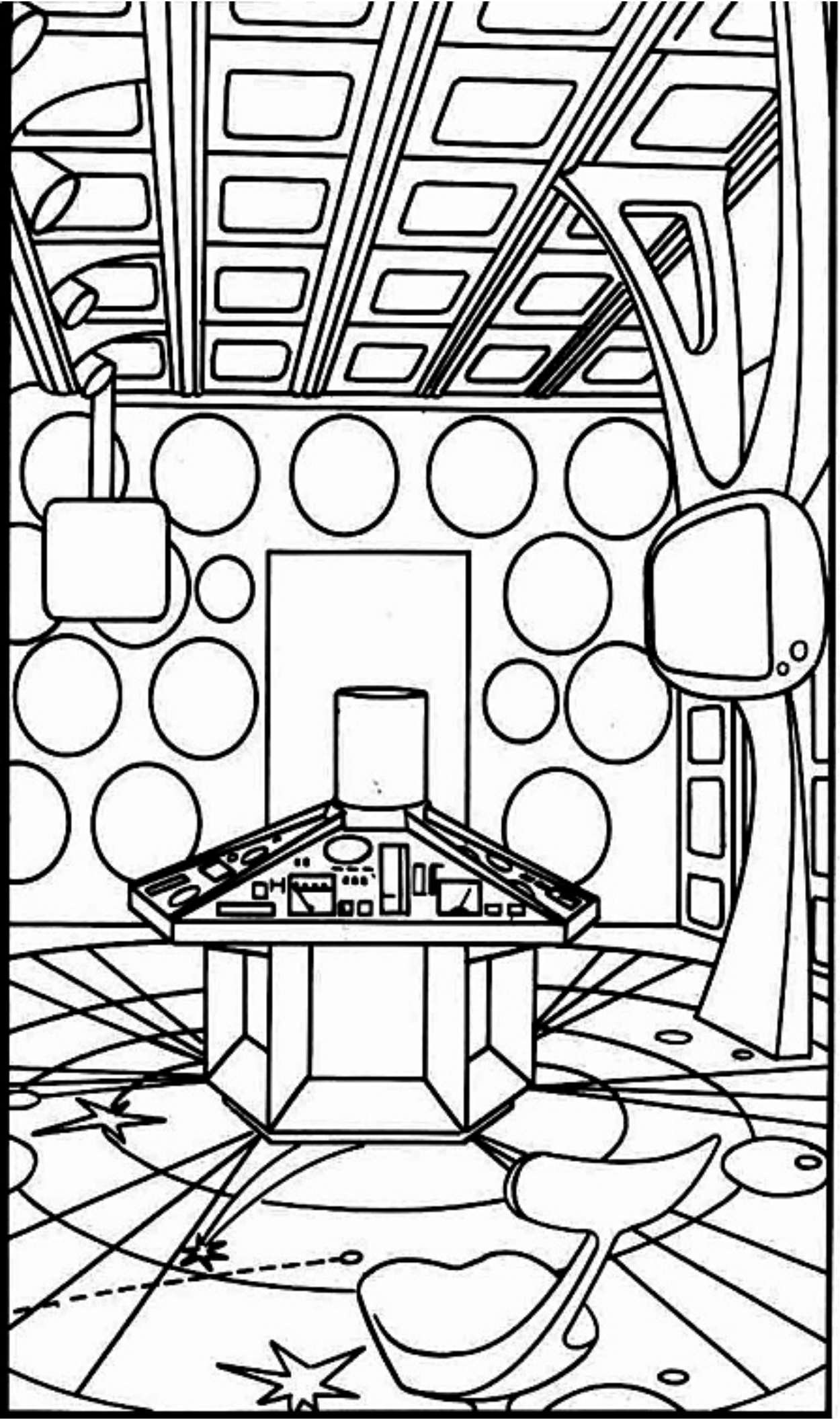
SPACE RAIDER SPECIFICATIONS:

Overall length: 100 ft.

Crew: 6

Armaments: laser cannon, guided rocket missiles, radar bombs

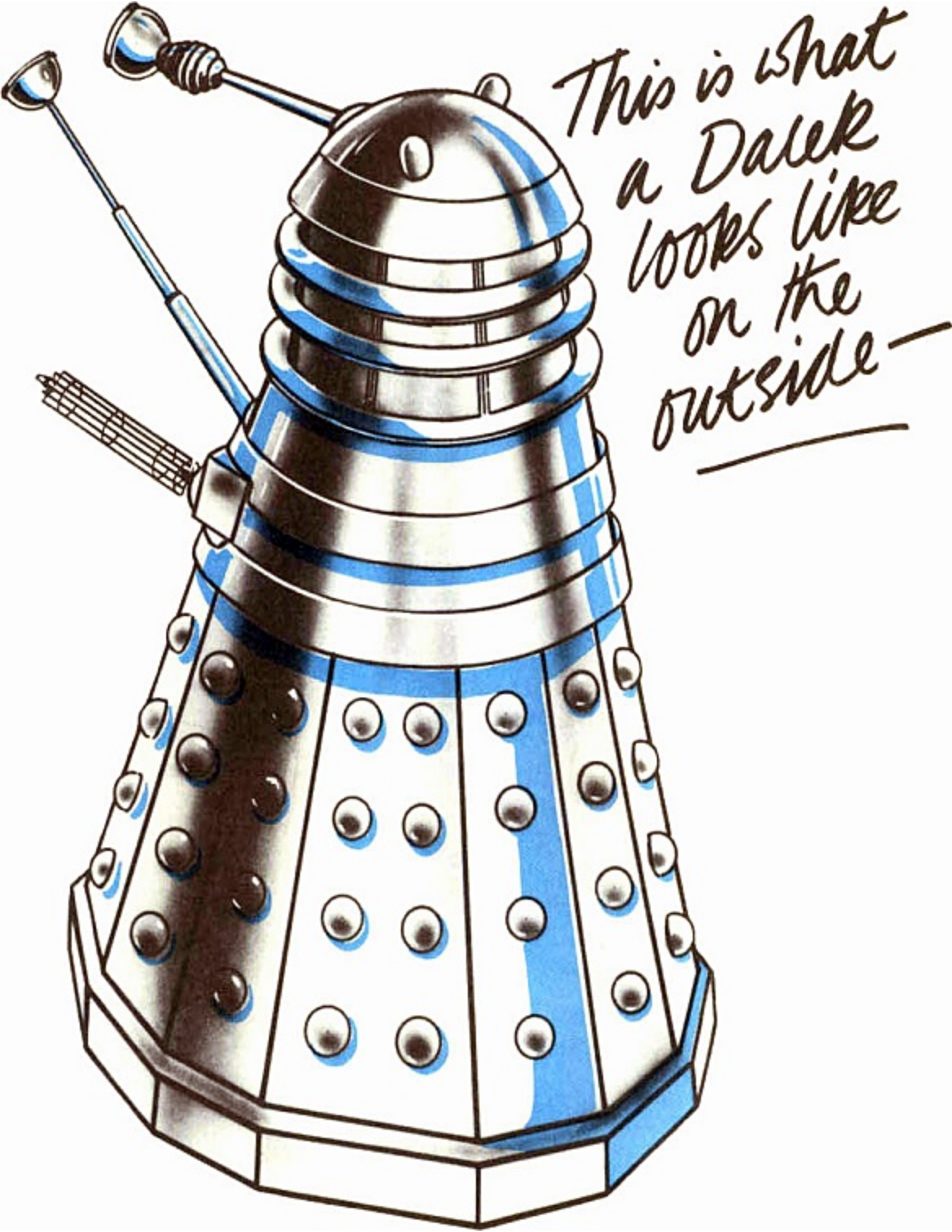
Maximum Flight Duration:
Unlimited on primary power unit,
24 hours on secondary power unit

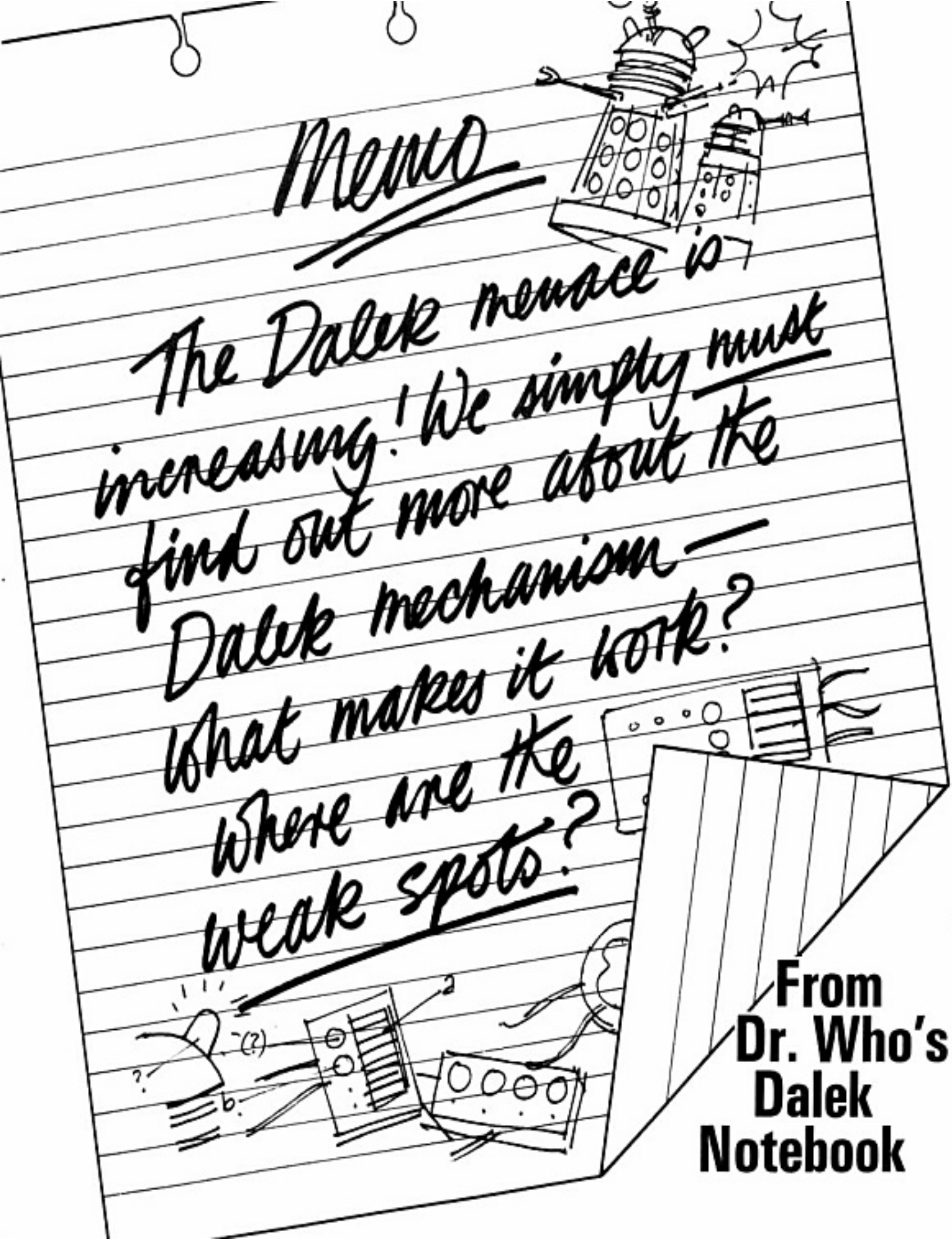


INSIDE Dr.WHO'S TARDIS

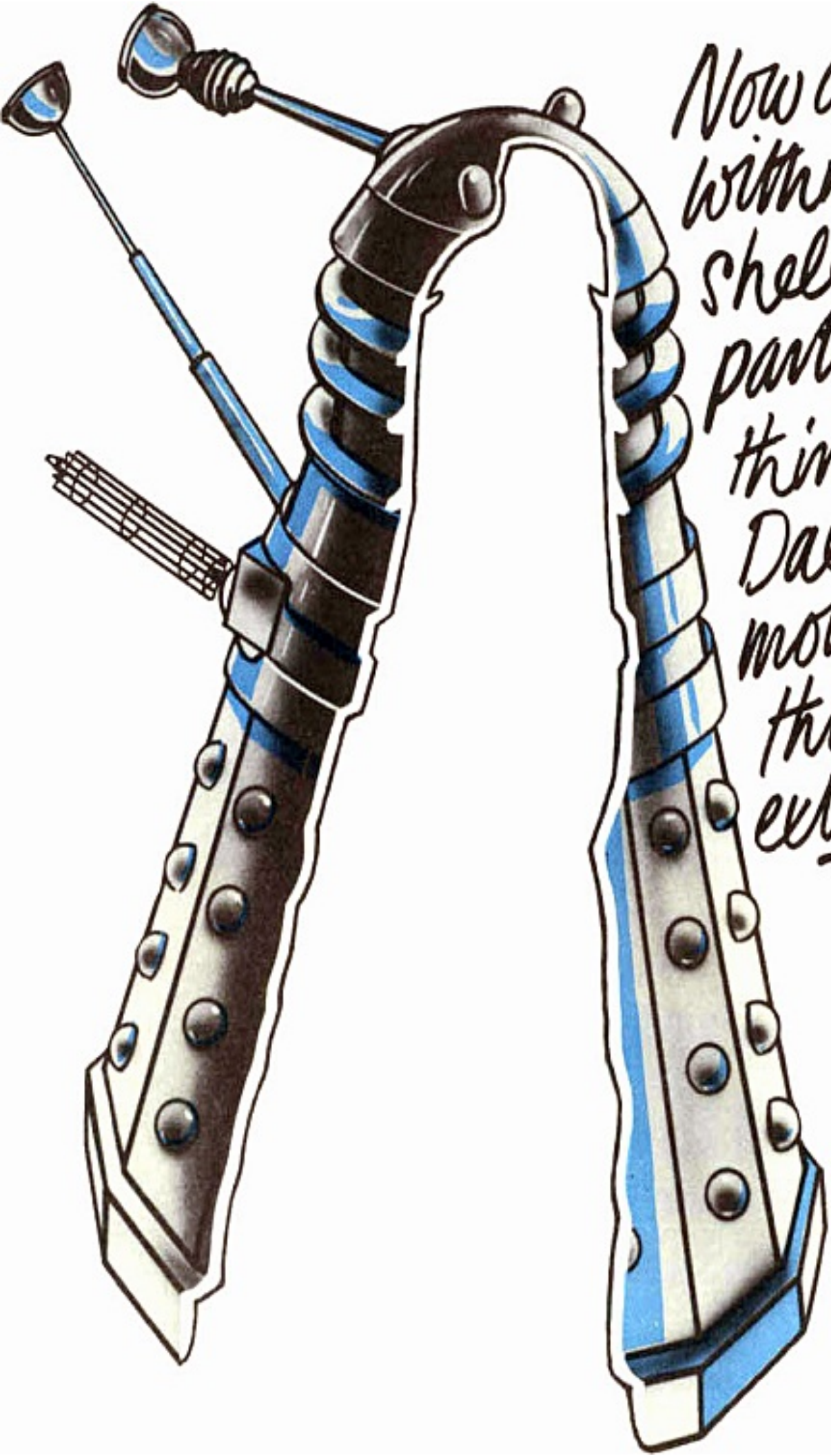
What do you think it looks like in colour? Put in the colours yourself with paint or crayon.

ENJOY A NEW-SHAPE SKY RAY WHILE YOU PAINT!

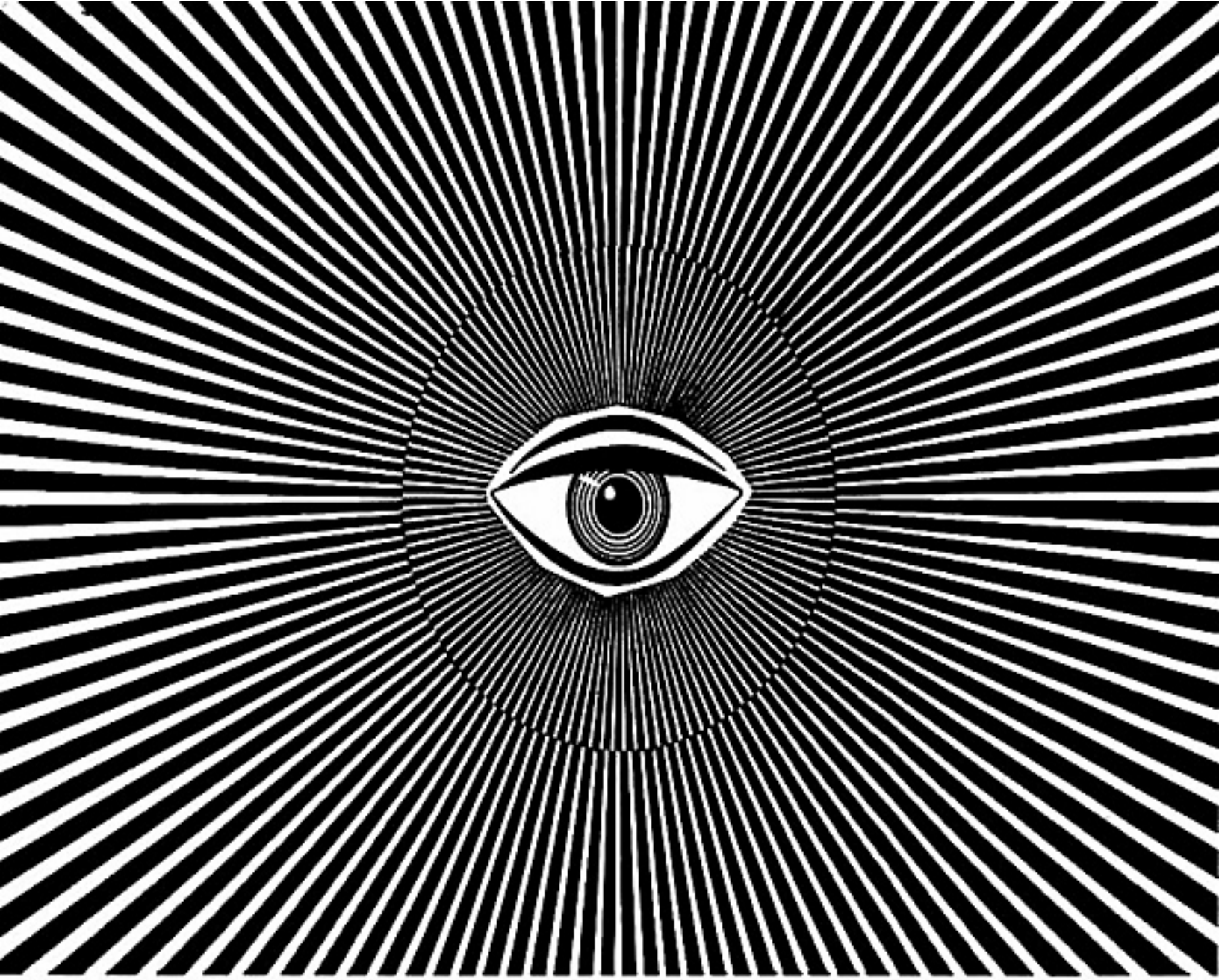

This is what a Dalek looks like on the outside—


Memo
The Dalek menace is increasing! We simply must find out more about the Dalek mechanism— What makes it work? Where are the weak spots?

From Dr. Who's Dalek Notebook



Now draw within this shell all the parts you think a Dalek uses to move, talk, think - and exterminate!

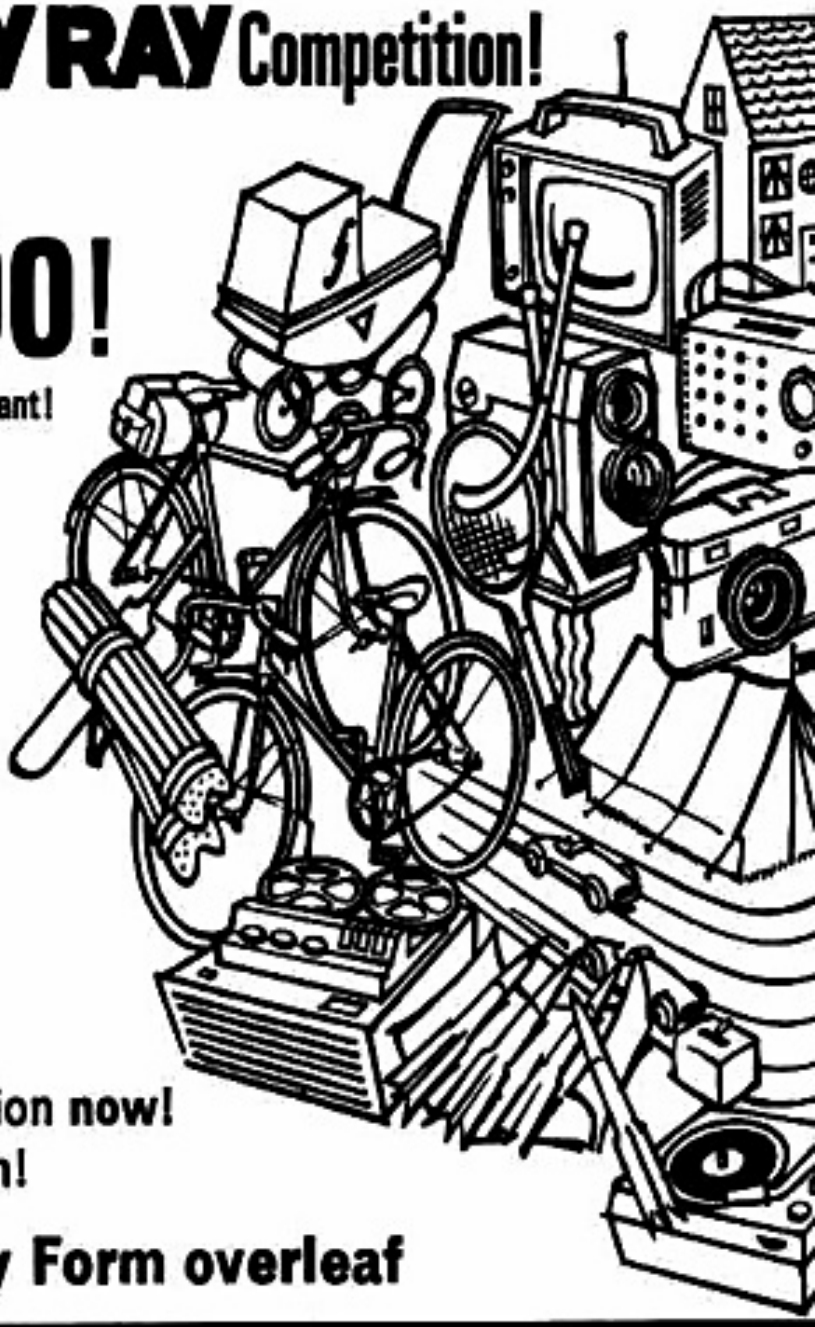


Dr.WHO'S MIND MESMERISER

Affects non-human minds by optical psycho-vibrations.
Move it in a circular motion in front of your eyes and see it 'vibrate'.
Try it on your enemies!

HAVE FUN – HAVE A NEW-SHAPE SKY RAY!

Enter this exciting Wall's SKY RAY Competition!



1st Prize:
All you can buy for £100!

Just imagine! All that spending money to buy what you want!

100 2nd Prizes:
Boys' and girls' bicycles (value £15)

500 3rd Prizes:
Sky Ray Space Raider pens

Enter this fabulous competition now!
It's easy! It's exciting! It's fun!

Full details and Entry Form overleaf

RULES

1. Any boy or girl up to the age of 13 years on 1st August, 1967, may enter this competition organised by T. Wall & Sons (Ice Cream) Limited, Wall's House, Gloucester, except employees of T. Wall & Sons (Ice Cream) Limited and their associated companies and their advertising agents and members of their families.

2. Judges for this Competition have been appointed by T. Wall & Sons (Ice Cream) Limited. The decision of these judges will be final and binding on all competitors and no correspondence will be entered into. In making their decision the judges will take age into consideration. All entries will remain the property of T. Wall & Sons (Ice Cream) Limited.

3. The winning competitors will be informed by letter sent to them at the address on their Entry Form. Unsuccessful competitors will not be informed of the result but details of major prize-winners will be published in the children's press.

4. You may enter the Competition as many times as you like. But each entry must be on a separate Entry Form. Extra entry forms will be obtainable shortly from your Wall's shop. If you send in three or more entries at any one time, one entry need not be accompanied by a wrapper.

5. Closing date for entries: 15th September, 1967.

ENTER THE **SKY RAY** DR. WHO PICTURE CARD COMPETITION!

Never has there been such a mighty conflict! Roaring through outer space, the Space Raiders scream into battle!

Dr. Who and the Space Raiders face a violent battle to save a planet from the invading Scaly Monsters!

It's the Daleks again! Dr. Who and the Space Raiders must outwit them once more to save the Space Station!

Braving the deadly rays of the Daleks, Dr. Who and the Space Raiders prepare to defend the Earth from invasion!

ENTRY FORM

Fill in this coupon, cut around the dotted line and send 1 Sky Ray wrapper with the completed coupon to:

SKY RAY SPACE RAIDERS, T. WALL & SONS (ICE CREAM) LIMITED, WALL'S HOUSE, GLOUCESTER

Picture 1	WORD:	Picture 2	WORD:
Picture 3	WORD:	Picture 4	WORD:

Now write in not more than twelve words your idea of the ideal ice lolly .....

.....

.....

NAME ..... AGE (on 1st August, 1967) .....

ADDRESS .....

TOWN ..... COUNTY .....

I certify that this entry is the unaided work of the above and that he/she agrees to abide by the rules of the Competition.

SIGNED .....

Parent or Guardian

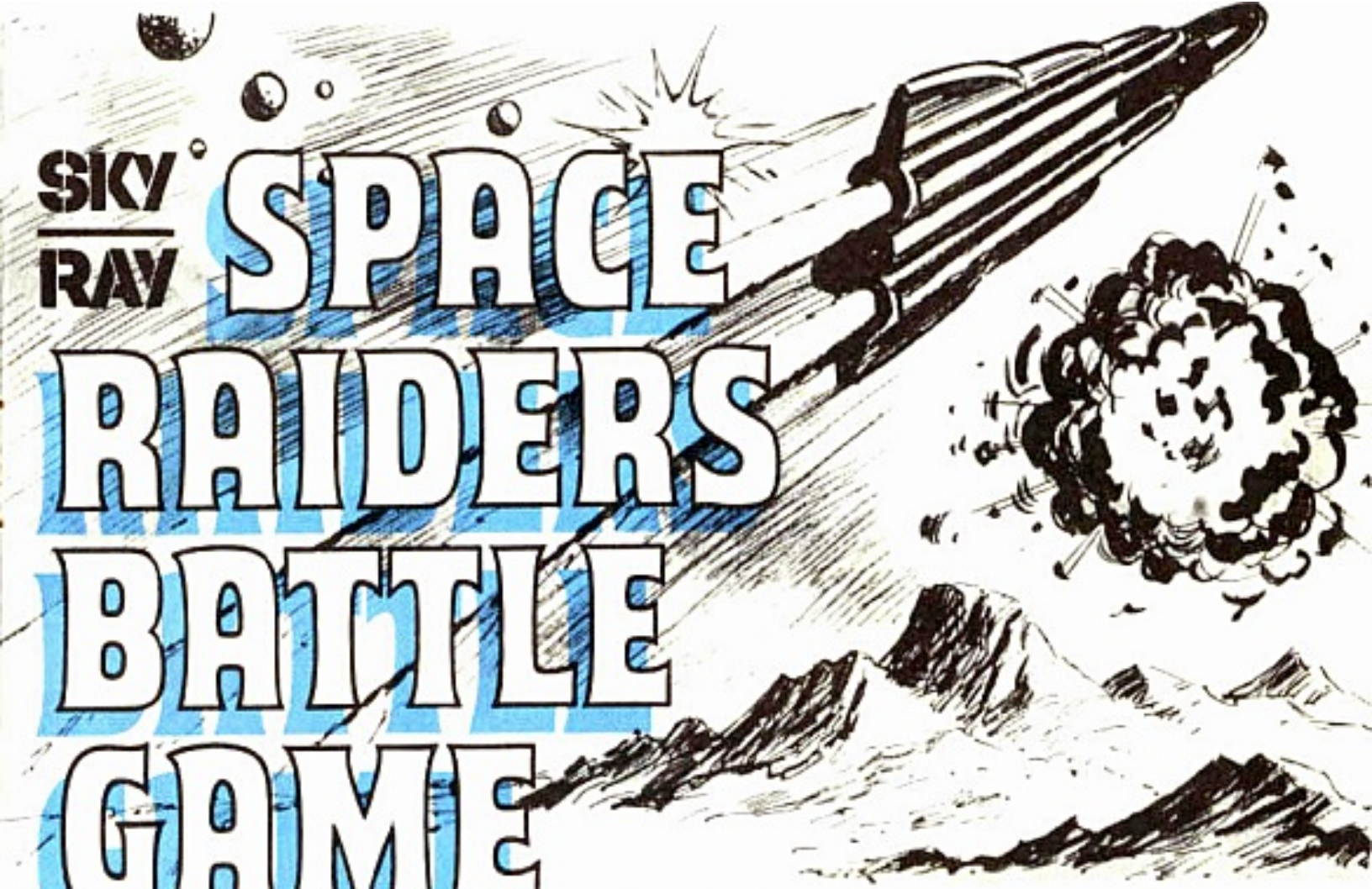
BLOCK CAPITALS

CUT ALONG DOTTED LINE

ALL YOU DO:

Study each of the four Doctor Who picture cards above. Then, from the list of ten words below, select the four words (one for each picture) that best describe the thrilling battle scenes shown. Enter each word in the space provided on the Entry Form (left). *Note:* you can keep a record of your entry by writing the words in the space provided on the pictures.

Action!	**Strike!**
Attack!	**Shoot!**
Storm!	**Charge!**
Fight!	**Assault!**
Fire!	**Devastate!**



SKY RAY SPACE RAIDERS BATTLE GAME

See playing board on next two pages

In the exciting Space Raiders Battle Game you and your friends play the part of Sky Ray Space Raiders battling your way through the hazards of space on a journey between Planet X and Earth. So the winner is whoever is first to reach the Earth.

All you need to play this game is (1) your Dr. Who picture cards—the ones you get free with Wall's Sky Ray, (2) coloured playing counters (you can use ones from any game you have)—or buttons will do, (3) one dice or spinner (see diagram for home-made spinner on next page).

HOW TO PLAY

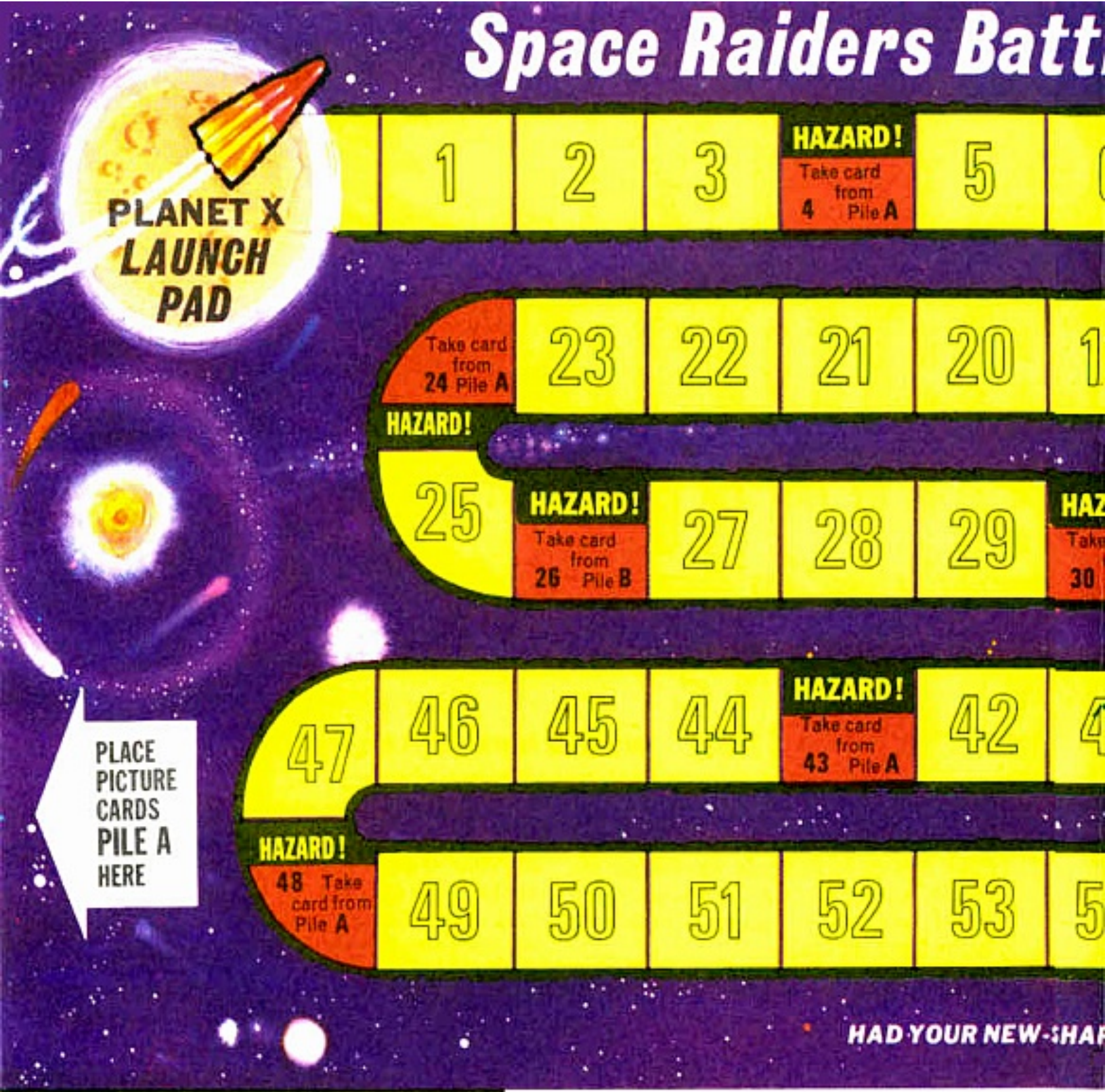
Shuffle your Dr. Who picture cards which you will find in your Sky Ray pack and divide them into roughly equal piles. Put one pile where the arrow on the playing board indicates 'Pile A'. Put the other pile where the arrow on the playing board indicates 'Pile B'. Now you are ready to play.

To get onto the Planet X Launch Pad, a Space Raider player must get a '6' with the dice or spinner. The first player to get '6' then has another go and the number he gets with the dice or spinner shows how many squares he moves out into space. As each of the other players gets a '6' he then gets a second go and moves out into space. From then on, each players gets one go per round.

When a player lands on a hazard square, he takes a card from 'Pile A' or 'Pile B' as indicated in the hazard square. The number on the card shows which number order he must obey. **Example:** If a player lands on hazard square number 15, he must take the card on top of 'Pile A'. Suppose this card is number 32. A glance at 32 on the list below the playing board shows this order: *move back 3 squares*. So the player returns the card to the bottom of 'Pile A', goes back 3 squares and waits for his go to come around again.

ENJOY A NEW-SHAPE SKY RAY WHILE YOU PLAY!

Space Raiders Batt



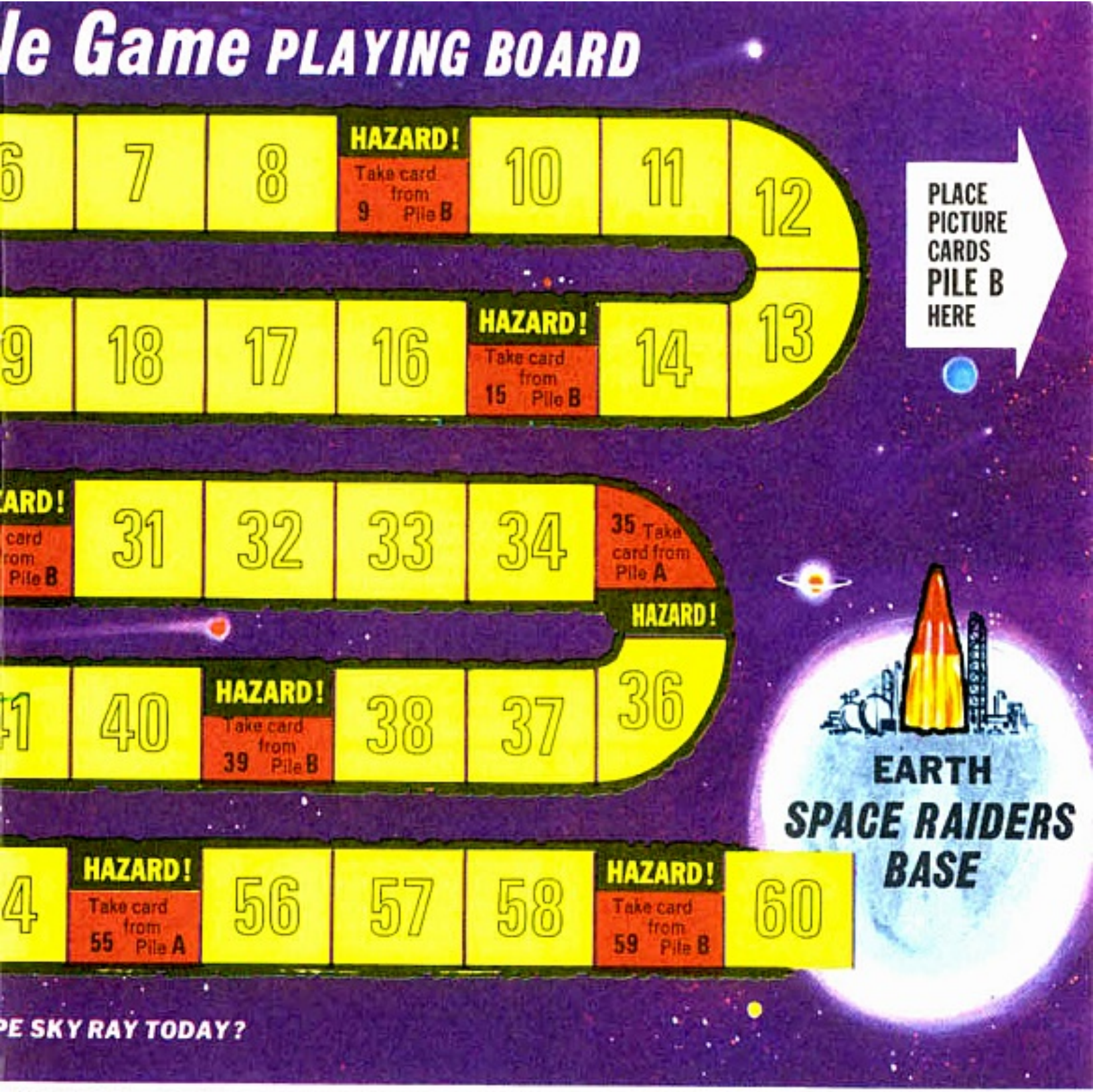
HAD YOUR NEW-SHAR

HOW TO MAKE A SPINNER

Trace over this diagram with a thick lead pencil. Lay the tracing paper, pencilled side down, on a piece of white card. Scribble hard on the paper where the tracing shows through. This will leave a print of the diagram on the card. Cut around the outline. Push a sharpened matchstick 1/2 inch through centre of spinner.

CARD NUMBERS:	ORDERS:
1. Exterminate!	Miss next go.
2. Rescue!	Move forward 1 square.
3. Hideout!	Take card from other pile.
4. Space Raiders!	Move forward 6 squares.
5. Landing!	Extra go.
6. Secret Weapon!	Move forward 1 square.
7. Attack!	Move back 3 squares.
8. Retreat!	Move back 6 squares and miss next go.
9. Conference!	Miss next go.
10. Strange Craft!	Move forward 2 squares.
11. Take Off!	Move forward 4 squares and take extra go.
12. Volcano!	Miss next go.

le Game PLAYING BOARD



CARD NUMBERS:	ORDERS:
13. Collision!	Miss next 2 goes.
14. Bale Out!	Move back 5 squares
15. Help!	Extra go.
16. Challenge!	Miss next go *or* take card from other pile.
17. Astro Beetle!	Take card from other pile.
18. Telepathy!	Take 2 cards from other pile.
19. Contact!	Extra go.
20. Astro-City!	Move forward 1 square.
21. Allies!	Take 2 extra goes.
22. Into Battle!	Move forward 6 squares and miss next go.
23. Emergency!	Miss next go.
24. Daleks!	Take 2 cards from other pile.

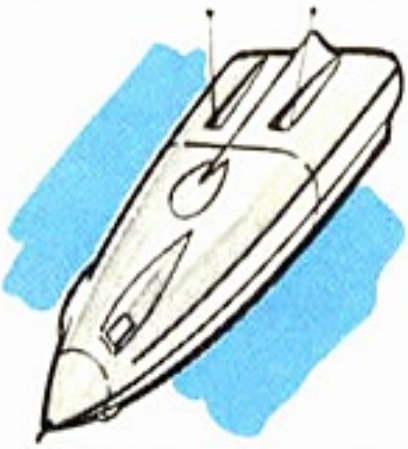
CARD NUMBERS:	ORDERS:
25. War!	Miss next go.
26. Defeat!	Move forward 2 squares.
27. Trapped!	Move back 6 squares and take card from other pile.
28. The End!	Take 2 cards from other pile.
29. Saved!	Move forward 2 squares and take extra go.
30. Peace!	Move forward 2 squares.
31. Wreckage!	Miss next go.
32. Tardis!	Move back 3 squares.
33. Radio!	Miss next go *or* take card from other pile.
34. Spares!	Move forward 4 squares.
35. Repairs!	Move forward 3 squares.
36. Farewell!	Take 2 extra goes.

Space Raiders' Armoury

These are the weapons issued only to Special Duty Space Commandos—the Space Raiders. Armed with these weapons, the Space Raiders are prepared to tackle any enemy—anywhere in our part of the Galaxy.

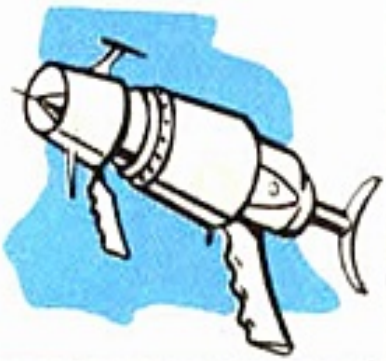
Zeta Mk. 3 Thermo-gun
Ejects jet of neutrino particles to raise the heat of organic (living) target to point of disintegration within 10 millisecs. Effect on inorganic (non-living) target is much slower and of little value in normal combat. Maximum range: 100 ft.

Radar Bomb
Self-propelled, self-navigating proton bomb. Can be parked in orbit while the radar image and position of target are transmitted to it. On command, it will seek out and destroy without further instructions. Attack speed: 30,000 m.p.h.



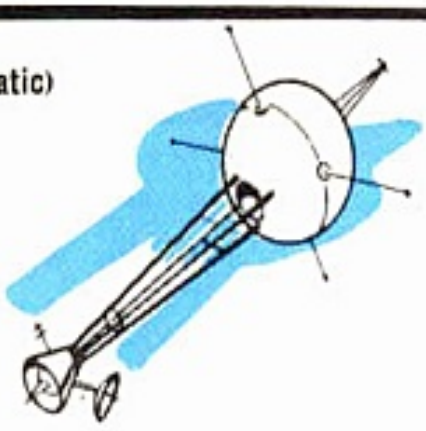
Stun Gun
Non-lethal. Paralyses the key nerve centres of humans, humanoids and sub-humans to produce state of suspended animation. Maximum range: 50 ft. Period of stun effect: 15 minutes.

Ioniser
Causes temporary ionisation of target object resulting in complete 'black-out' of radio signals to or from object. Particularly useful for suppressing Dalek short-wave distress call. Period of effect: 1 hour.



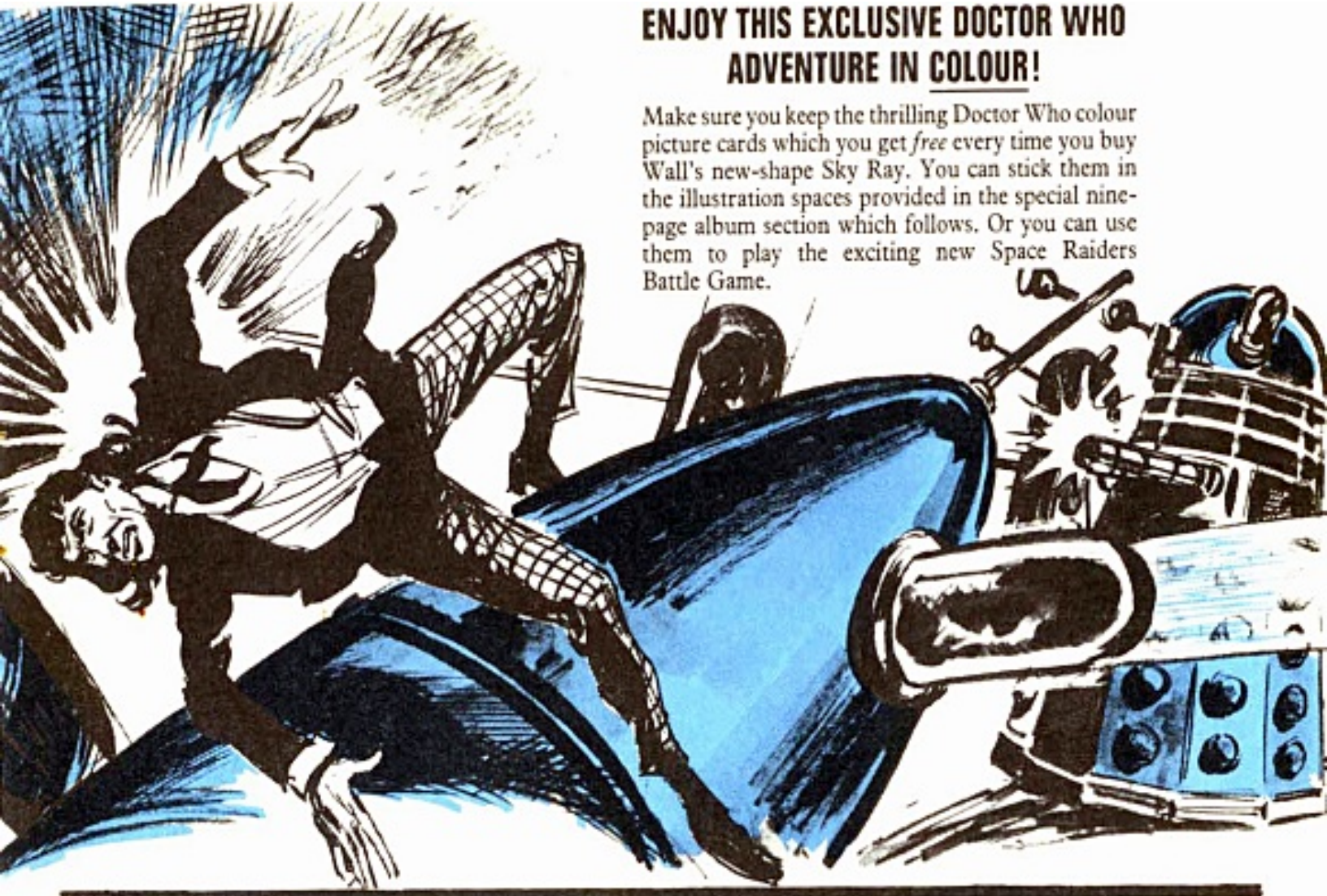
Laser Lance Mk. 1
Emits razor-thin beam of high-energy laser light which will cut through even Dalek armour. But energy cell is quickly exhausted and takes considerable time to re-charge. Maximum range: 1 mile.

Dalek Detector (Automatic)
Acts as 'sentry' either in orbit or on ground. Can identify all known types of Dalek, report their position, battle strength and apparent direction of attack. Transmits data direct to Space Raiders Anti-Dalek Control Centre.



Note: Entirely new anti-personnel nuclear carbine now undergoing tests.

YOU CAN'T BEAT A NEW-SHAPE SKY RAY FOR FLAVOUR!



ENJOY THIS EXCLUSIVE DOCTOR WHO ADVENTURE IN COLOUR!

Make sure you keep the thrilling Doctor Who colour picture cards which you get *free* every time you buy Wall's new-shape Sky Ray. You can stick them in the illustration spaces provided in the special nine-page album section which follows. Or you can use them to play the exciting new Space Raiders Battle Game.

...'DALEKS INVADE ZAOS'...

This was the urgent signal Doctor Who sent to Earth —to bring the Space Raiders hurtling to his aid!

'ONCE more the Tardis has stranded me on an unknown planet!' thought Doctor Who as he stepped out onto the strange terrain. Yet there was something vaguely familiar about the landscape of this planet.

Stooping, he picked up a piece of rock and examined its surface closely.

Suddenly, he had an uncanny feeling that he was being watched. Turning around quickly, he found himself looking straight into a startling green face!

'Of course!' exclaimed Doctor Who, slapping his thigh. 'This is the friendly planet of Zaos!'

'We will always be friendly with you, Doctor Who,' said the Zaon, as more Zaons came out from behind rocks to welcome Doctor Who, 'but now our lives are threatened . . . **by Daleks!'**

NEW-SHAPE SKY RAY BRINGS YOU THRILLS GALORE!

'Here on Zaos!' scoffed Doctor Who. 'Daleks? But why? There are no valuable sources of energy here.' 'Yet they have landed,' said the Zaon. 'And in such force that we've had to retreat underground.' 'Surely they haven't discovered some special mineral . . .' the Doctor muttered, wandering towards some rocks. 'No . . . ! They've probably already left—' 'Doctor Who!' a Zaon voice shouted behind him. He looked up. Glinting evilly before him was the menacing form of a Dalek—not six feet away! 'HALT-OR-BE-EXTERMINATED!' crackled the chilling metallic voice of the Dalek.

As Doctor Who threw himself to the ground, the Dalek's deadly ray blasted, missing him—but smashing into the Tardis! Lying helpless, Doctor Who waited as the Dalek prepared a second fatal blast. Suddenly a dozen armed Zaon warriors rushed from a concealed tunnel to save him. The Dalek faced them, its disintegrator striking and killing the Zaon front rank. But the rest moved too fast. Quickly, they encircled the Dalek which fired wildly, attempting to drive them off.

Then the Zaons attacked from all sides, their small but effective weapons flashing fire. Howling its hatred the Dalek tried to retreat but the Zaons concentrated their fire and shattered it to pieces. Doctor Who was saved! But unknown to him and the Zaons, the Dalek had sent a distress signal . . . Later, at the Zaons' hideout, their leader Arkadus had grim news for the Doctor.

'We know the reason for the Dalek invasion of Zaos,' said Arkadus. 'They intend to use our planet as a base to attack Earth!'

Doctor Who was stunned. With a whole planet as a base, the Daleks could destroy Earth! But a counter plan was already forming in his mind.

'How quickly can you organise your people into sabotage squads?' Doctor Who asked Arkadus. But before he replied, an explosion rocked the hideout. 'Daleks!' gasped a Zaon running in from a connecting tunnel. 'In force! They've found a way in!' In the short, confused battle which followed, Doctor Who realised the Zaons were no match for massed Daleks. So, while surviving Zaons implored him to escape with them, Doctor Who sent an urgent radio signal to Earth: Emergency! Call Space Raiders! Daleks invade Zaos! Earth in Danger!

The Sky Ray Space Raiders—an élite band of Special Duty Space Commandos—were formed for emergencies like this. Within minutes of receiving Doctor Who's signal they were hurtling towards Zaos, with Space Raider Commander Clay at the controls of the leading ship.

So Doctor Who was able to assure the Zaons that help was on the way. In return, the Zaons undertook to lead him to a landing-area, not known to Daleks, where he could signal to the Space Raiders when they arrived. Immediately, they set off on the long journey through many twisting tortuous tunnels . . .

The Space Raider's powerful engines eased as the landing gear sprang out to grip the ground firmly. Doctor Who watched Commander Clay and his crew emerge from their ship as the other Space Raiders came roaring down to land. But the Commander's first words were not encouraging: 'I have had time to muster only a small task force,' he explained. 'Then every man must fight like ten,' the Doctor said grimly. 'The future of Zaos and of Earth depends on it. One more mass attack by the Daleks will make them masters of the situation.' The Commander looked grave. 'There is just a possibility,' he said, 'that we may have the answer to the problem.'

He called to one of his men. Doctor Who had noticed the lethal-looking device the man was carrying. 'This will help reduce the odds against us—' the Commander said, taking the weapon from the man, 'the new anti-personnel nuclear carbine — the only one in existence as yet. Without this, we will have no chance to defend Zaos with so few men. It has enough power to obliterate whole regiments of Daleks. And it never needs recharging!' But Doctor Who was no longer listening. Something told him that they were being watched. Yet it couldn't be Zaons. They were still hiding in the maze of tunnels below ground!

A stunning explosion blasted the nuclear carbine from Commander Clay's hands. 'ATTACK—ATTACK—ATTACK!' came the ruthless, mechanical command as wave upon wave of Daleks surged over the brow of a hill and bore down on the now defenceless Earthmen. 'Quick!' gasped Doctor Who, 'follow me. If we can reach the secret tunnel entrance, we can re-group with the Zaons—unless they are under attack too!' added the Doctor, ominously. 'That's a chance we must take,' gritted Commander Clay. 'If we stay out here in the open, we will be wiped out!'

With the blasts of the Daleks' disintegrators shattering the air around them, Commander Clay rapped out a command to his men: 'Retreat in order! Keep together at all costs!' Then began the Earthmen's race for survival. Dodging from rock to rock, with the Daleks close on their heels, Doctor Who and the Space Raiders made towards the secret tunnel entrance.

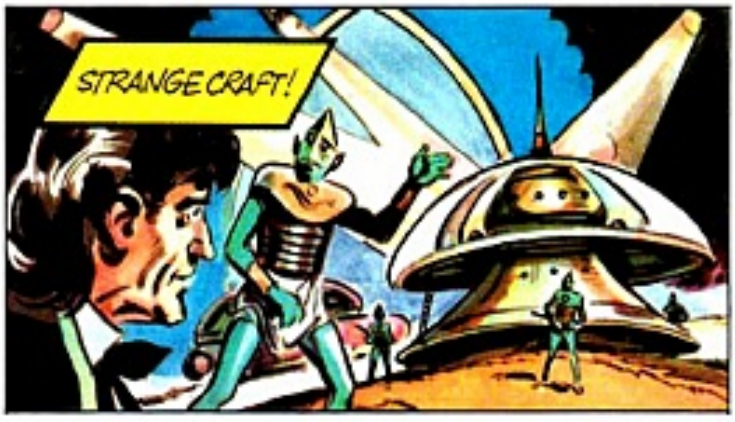
Quickly, Doctor Who realised that the blasts of the Dalek disintegrators could actually *help* them escape—if they could avoid their searing heat! The explosions around the fleeing Earthmen were providing a useful smokescreen! But not all the Space Raiders had managed to avoid the blasts . . . 'Keep going,' shouted the

GET TOGETHER WITH A NEW-SHAPE SKY RAY!

Doctor, 'the tunnel is quite near'. And there was the opening just ahead of them!

Hearing the explosions overhead, the Zaons below ground presumed their allies to be exterminated. But then stumbling foot-falls were heard by the Zaons. They came from a tunnel leading into the Zaon emergency H.Q. 'Guard the tunnel-door,' commanded Arkadus, 'this may be a Dalek trick.' Then, from beyond the door came an unmistakable voice: 'Arkadus – it's I, Doctor Who – and the Space Raiders!'

Quickly, Arkadus ordered his warriors to bring in the panting Earthmen. 'The Space Raiders' secret weapon has been completely destroyed by the Daleks!' gasped Doctor Who, his face lined with worry. 'Then there's only one hope left,' said Arkadus. 'If you are prepared to face mortal danger and to use your great powers of telepathy you might be able to persuade the Giant Astrobeetles to help us. These savagely hostile creatures inhabit the mountainous side of Zaos. They cannot speak or hear but the rays from their eyes are deadly – even to Daleks!'



'Then I will get the Astrobeetles to fight on our side,' decided Doctor Who. Without delay, Doctor Who and the Space Raiders were led to a concealed hangar where a gleaming anti-gravity Hoverdrome waited.

'The controls have been set so that the Hoverdrome will automatically transport you and your friends to the region where the Astrobeetles live,' explained Arkadus, as Doctor Who and the Space Raiders climbed aboard the strange craft. 'But remember – 'he continued, 'no-one has ever before communicated with these ferocious creatures.' Doctor Who nodded his thanks. 'The future of Zaos and Earth depends on the success of our expedition, Arkadus,' said the Doctor.

Taking off in the shining vehicle, Doctor Who and the Space Raiders embarked upon a perilous journey across great boiling expanses of inland sea and fiery volcanoes. Soon the Hoverdrome's sides became too hot to touch. The heat from below was so intense it was reaching the Hoverdrome! 'Keep away from the sides of the vehicle!' warned Commander Clay as some of his men approached the sides to see for themselves how hot the metal had become.

'Look below!' cried Doctor Who, excitedly ignoring the Commander's warning. Huge reptilian birds were flapping their way up to investigate the Hoverdrome. Suddenly, the vehicle was thrown off-course by a tremendous volcanic eruption. 'Switch to manual

steering!' ordered Commander Clay. And a Space Raider leapt to the control panel.

But the Hoverdrome had been thrown into the path of the oncoming reptile-birds! As the Space Raider pilot wrestled with the controls, the others watched helplessly. Commander Clay pointed to a rack of equipment, 'Auto-jets!' he exclaimed. 'We may have need...' Just then there was a sickening impact as the Hoverdrome hit a winged monster. Doctor Who and his companions were thrown into a heap. 'Bale out!' shouted the pilot, 'Auto-jets!' As the shattered Hoverdrome dropped like a stone, Doctor Who and the Space Raiders tried frantically to put on their Auto-jet rocket sets. Then came a second crash as the falling Hoverdrome struck another reptile-bird. The sides of the vehicle gaped open. The Hoverdrome was breaking up with Doctor Who and the Space Raiders trapped inside it! The Earthmen had only seconds left! Miraculously, they managed to strap on their Auto-jets and hurl themselves clear of the disintegrating structure. Tumbling over and over through the air, Doctor Who desperately pressed the triggers to ignite the retro-rockets. The rocky terrain below was rushing up to meet him. With a sharp hiss and a roar, the rockets suddenly burst into life!

His descent quickly slowed. Then he saw the terrible danger waiting below!

A seething lake of sulphur stretched out beneath the descending Space Raiders. Doctor Who quickly steered himself clear and landed safely. But some of the Space Raiders were not quick enough. As the wreck of the Hoverdrome hit the ground with a fearful explosion, Doctor Who shouted to Commander Clay: 'This sulphur is so hot – no man will survive in it for more than three minutes!' Swiftly, they organised a rescue operation to save their companions from a terrible death. When the last one was safely ashore, the Space Raiders rested, worn out by their efforts. But Doctor Who was impatient to press on. Soon, they reached the foot of a tall mountain range. Suddenly, a fierce light blinded them. On a crag high above, a frightening sight waited. It was an Astrobeetle sentinel! The deadly rays from its eyes swung around menacingly. 'Keep back!' Doctor Who ordered the Space Raiders. 'To get control of this creature's mind, I must approach it alone.' With a nod to Commander Clay, he began to climb the slope, knowing too well that if he made one wrong move he would certainly die! The rays from the Astrobeetle's deadly eyes could instantly obliterate anything standing in their path!

Courageously, Doctor Who mounted the crag and approached the Astrobeetle. Its eyes began to swivel in his direction. Huge rocks were shattered by the path of the rays. Doctor Who tried to concentrate his mind on one thought: '*friendship*'. More rocks burst apart as the terrible rays from the Astrobeetle's eyes moved closer to the brave Doctor. But he stood his ground. He could feel the monster's mind resisting the telepathic power of his own. Yet slowly but surely his concentrated thought and powerful will were penetrating into the alien brain.

The intense strain showed on the Doctor's face. With the deadly rays just inches away, he made a supreme effort. '*I come as a friend*' was the thought he projected. And the Astrobeetle's motive centre seemed to grasp the message! But did the creature accept Doctor Who's peaceful approach? The movement of the deadly rays stopped as if the Astrobeetle was undecided. For a moment, the rays wavered. Suddenly, the Astrobeetle directed them upwards where they could do no harm. It was a peace sign! Doctor Who had succeeded in making contact with the great monster! He began his urgent plea: '*Mighty Astrobeetle, Zaos has been invaded by Daleks!*

'*Only with the Astrobeetles' aid can I and my friends hope to defeat the Daleks and save both Zaos and my planet Earth. Will you help us?*' The massive creature made no sign. Then from the Astrobeetle's brain came a promise to assist the Doctor – the only person ever to make contact with the giant insects. '*Thank you, my friend,*' he said, projecting his thanks mentally. He turned to call up the Space Raiders. 'Come and meet our new ally!' he cried proudly. And the Commander led his men up the crag. The Space Raiders were full of admiration for Doctor Who's astonishing powers of telepathy. As he mopped his brow in relief, Commander Clay congratulated him: 'Great work, Doctor!' he said. But Doctor Who was only half listening. Concentrating hard, he received a telepathic message from the Astrobeetle towering above them.

'Our friend the Astrobeetle wishes us to mount its back,' said the Doctor. 'It then proposes to take us to Astrobeetle City – which no other creature has ever before set eyes on.' Quickly, the men obeyed and the lumbering monster soon brought them in sight of the tall, spiral towers of Astrobeetle City. As they drew closer, the Earthmen were struck by the weird silence of the insect capital.

'Remember,' Doctor Who told the Space Raiders when they dismounted on arrival, 'these creatures are

deaf and dumb. They understand only mental contact.' He concentrated his mind on the Astrobeetle's brain. 'We are to meet the High Astrobeetle Counsellors,' he said, finally, having read the great insect's mind. 'We will be taken underground to their Chamber of War.'

Doctor Who and the Space Raiders found the assembly of Astrobeetles massed in a vast cavern filled with the bright glow from their rays now turned safely upwards. Doctor Who was aware of his plea for help being communicated from the sentinel Astrobeetle to the brain of the Chief High Counsellor. Impatiently, Doctor Who waited for an answer. But the Astrobeetles seemed to be arguing together. '*Make no mistake*,' Doctor Who's mind warned the insects, '*the Daleks could overrun even your great city*.' Suddenly, he received the message of assent. 'We will triumph together!' cried Doctor Who, aloud.

Within minutes, Doctor Who and the Space Raiders were mounted on the broad backs of the Astrobeetles and the hazardous march through the fiery volcanic regions began. '*We must hurry if we are going to save Zaos*,' Doctor Who communicated to his mount, the King Astrobeetle. The horde of armoured monsters forged on—impervious to bubbling lava or scalding seas.

Before long, the army of Astrobeetles came to a boiling inland sea. And there on the other side waited two Zaon warriors! Fearlessly, the Astrobeetles plunged in and swam across. 'Hurry, there is little time!' called the Zaons as the Astrobeetles neared the shore. 'Our leader is making a last, desperate stand against the Daleks,' the Zaons told Doctor Who. 'But even now the Daleks are mustering their forces for a final all-out assault.' Doctor Who was worried. There was still some distance to go. '*Forward!*' he commanded the Astrobeetles, '*nothing must delay us!*'

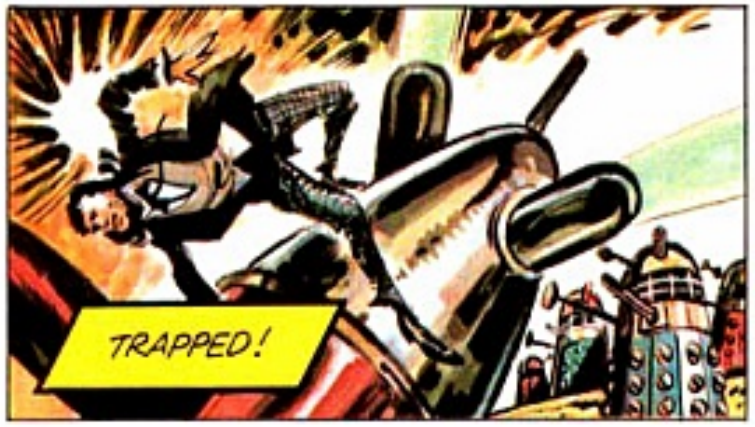
But when they reached the battlefield, a terrible sight greeted the eyes of Doctor Who and the Space Raiders. Regiments of Daleks surrounded the Zaons' last stronghold. Even as they watched, more Daleks arrived to strengthen the final attack. The air was filled with ruthless, robot-voice cries of: 'EXTERMINATE-EXTERMINATE-ALL-PEOPLE-OF-ZAOS! ATTACK-ATTACK!' Explosion after explosion battered the Zaon stronghold as the Daleks opened fire. Doctor Who knew that everything now depended on his control of the Astrobeetles. Would they obey or refuse his order to fight the Daleks? Using all his will-power, he projected the command: '*Charge!*'

Obediently, the Astrobeetles swung their searing rays forward and charged into the mass of the Daleks.

Blasting through the ranks of metallic monsters, the rays carved a path for Doctor Who's small but formidable rescue force. In the Zaon stronghold, the surviving Zaons fought on with new energy. The invincible Dalek army was being cut to pieces before their very eyes! As the Astrobeetles continued their drive, through the hordes of Daleks, beaming their deadly rays mercilessly into the dense columns of robots, Doctor Who headed for the wrecked Zaon stronghold. He was searching for Arkadus, the Zaon leader. But he spotted him too late. Pinned down by wreckage, Arkadus had also been seen by a squad of Daleks. With the battle now turning against them, the Daleks wanted Arkadus for a hostage. Helplessly, Doctor Who saw Arkadus dragged away by the invaders.

By now the struggle against the Daleks was reaching its height. Bitter fighting raged all around. Picking their lumbering way over shattered robots, the Astrobeetles, guided by Doctor Who and the Space Raiders, surged across the battlefield, forcing the broken ranks of Daleks to waver and fall back. Final victory was near! But so was danger for Doctor Who . . .

In the smoke and confusion of battle, Doctor Who glimpsed Arkadus surrounded by his Dalek captors. Here was his chance to save the Zaon leader! Urging his mount, the King Astrobeetle, to hurry, Doctor Who set off to attempt the rescue.



Without warning, Doctor Who was struck a stunning blow. In his haste, he had not noticed an overhanging rock. Reeling backwards, he toppled from the charging Astrobeetle which forged on unaware of the accident. Seizing their last opportunity to avoid defeat, the Daleks rushed towards Doctor Who lying senseless on the ground. The Daleks knew the end of Doctor Who would mean the withdrawal of the deadly Astrobeetles! EXTERMINATE-THE-HUMAN-LEADER!' came the Dalek cry. 'EXTERMINATE-EXTERMINATE!'

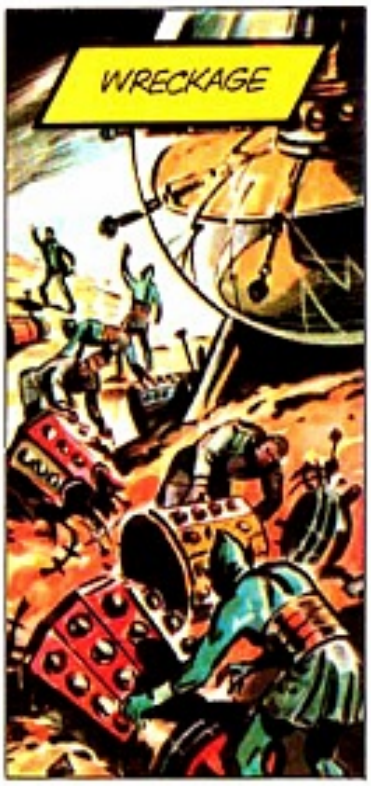
Still dazed by the blow, Doctor Who looked up to see the menacing shapes of the Daleks advancing on him. 'This time,' he thought, 'I will not escape their disintegrators.' But even as he prepared to face a horrible death, Commander Clay was hurrying forward on the back of an Astrobeetle! The life of Doctor Who and the future of Zaos and Earth now depended on the speed of a lumbering monster beetle! 'Doctor Who!' Commander Clay shouted, desperately, 'direct my Astrobeetle to focus its rays on the Daleks! It's your

only chance!' Doctor Who concentrated on willing one thought into the creature's mind: '*Help me!*'

With only seconds to spare, the Astrobeetle turned its rays on the Daleks around the prostrate Doctor, blasting open the armoured bodies of the invaders. Nothing could resist those terrible rays. Howling their hatred, the last Daleks toppled over, cracked and burst apart. 'Are you all right, Doctor?' called the Commander of the Space Raiders. Doctor Who sat up. 'I feared that was the end,' he said, breathing a sigh of relief. 'We have completely overwhelmed the Daleks,' said Commander Clay. 'Their plan to take over Zaos and invade Earth has been foiled. And my Space Raiders have rescued Arkadus, the Zaon leader. The people of Zaos need fear the Daleks no more.' The Doctor looked thoughtful as he watched the Astrobeetles gathering together for their return journey.

'Here comes Arkadus now,' said Commander Clay. 'Greetings, Doctor,' said Arkadus, extending a long green hand in thanks. 'You and your friends, with the aid of the Astrobeetles, have saved Zaos from a terrible enemy. This planet has never known such danger—nor seen such warfare. The damage is great—but so is the victory. My people thank you, Doctor Who. Without your help we would all be dead.'

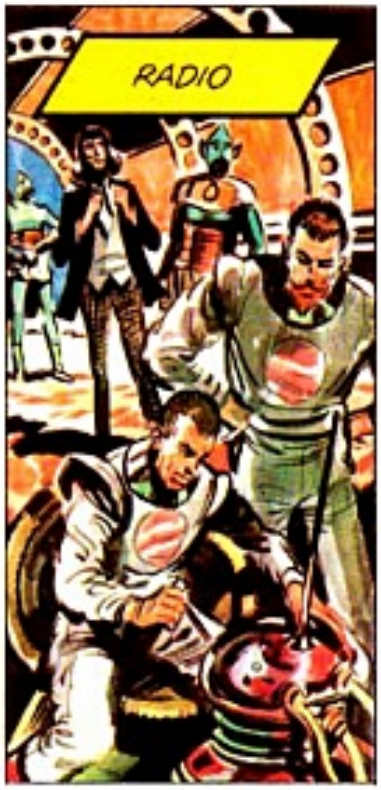
Whilst Arkadus spoke, his warriors were at work removing the broken hulks of the destroyed Daleks from the battle scene. 'This wreckage will be thrown into the deepest sulphur lake,' said Arkadus. 'There will be no trace left of these monsters who came here to conquer us.' Then he noticed Doctor Who's look of concern. 'You seem troubled,' said the Zaon. 'Is there some way we can help?'



The Doctor frowned. 'I fear for the safety of the Tardis,' he said, 'we must set off at once to find it.' Declining the offer of help from Arkadus and the Zaons, Doctor Who and the Space Raiders began their search for the Tardis. Their task was not made easy by the fact that the battles fought against the Daleks had destroyed many landmarks. But before long, Doctor Who found the Tardis. It was almost wrecked! Doctor Who was shocked by the extent of the damage. 'Dalek vandals!' he cried, angrily. 'Even when they are beaten they cannot stop destroying.' Doctor Who threw up his hands in despair. 'Doctor Who,' said Commander Clay, 'all is not lost. If you can list the equipment you need to repair the Tardis, we might yet save your remarkable machine!'

Hurrying back to the city of the Zaons, Commander Clay set out his plans for the repair of the Tardis: 'A special ultra-fast

rocket Space Freighter can bring all the items you need, Doctor. All we have to do is contact Earth by radio.' Doctor Who had worked out which parts he needed by the time they reached the Zaon capital. The Space Raiders' Communications Officer quickly sent off the signal.



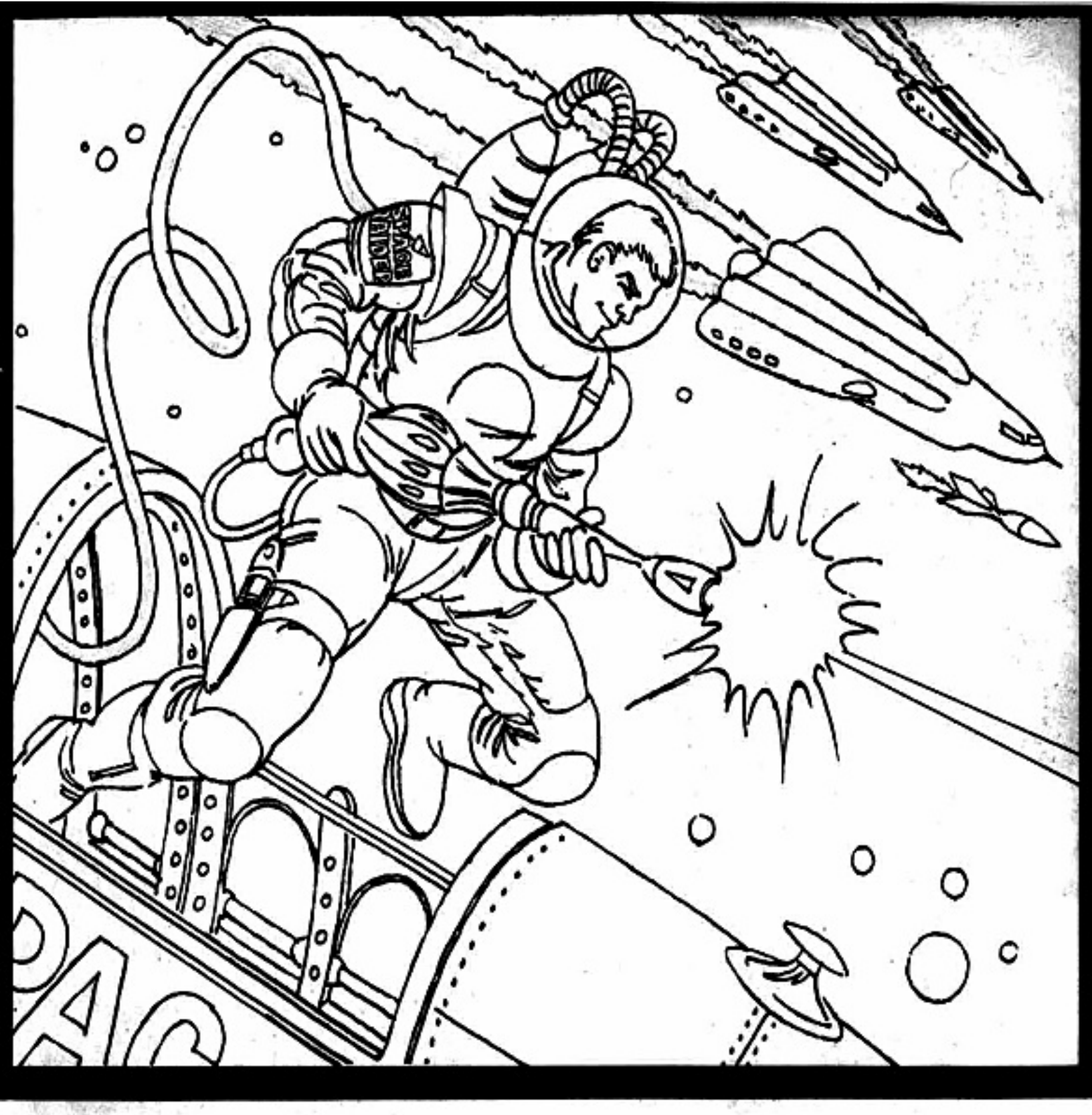
While they waited for the Space Freighter, Arkadus invited Doctor Who and the Space Raiders to rest in his palace. It soon became obvious that nothing would please Arkadus more than if Doctor Who decided to remain with his friends the Zaons. 'No, Arkadus,' said Doctor Who, smiling, 'I have much to do. Remember—there are always more Daleks ready to threaten civilisation!' Arkadus nodded sadly. Just then a mighty roar told of the arrival of the Space Freighter from Earth. From the balcony of the Zaon palace Doctor Who saw the gigantic ship settle down gently in the landing area. The new parts for Tardis had arrived! 'Now we shall see if it really is possible to make the Tardis work again,' said Doctor Who.

With the help of the Space Raiders and the Zaons, Doctor Who worked day and night to get the Tardis functioning again. The structure of the Tardis puzzled the Zaons, even though they were an advanced race. But Commander Clay assured them that not even Doctor Who fully understood the workings of his mysterious machine! Though Doctor Who would be the last person to admit it! When the repair of the Tardis was complete, Doctor Who bade farewell to the Zaons, and the Space Raiders prepared their ships for take-off. 'I have one regret,' Doctor Who said to Commander Clay. 'What's that?' asked the Space Raiders' leader. 'Our friends the giant Astrobeetles are not here. I would have liked to thank them for their help. Where would Earth be today if they had not agreed to fight for us?'

A vaguely familiar sound came to their ears. 'The Astrobeetles are marching!' cried Commander Clay, 'and look—on their backs—Arkadus and the Zaons!' The Astrobeetles and the Zaons had finally become allies! '*Thank you, friends,*' Doctor Who's mind projected, '*you have saved Earth and Zaos!*'

THE END

Published by T. Wall & Sons (Ice Cream) Limited, Wall's House, Gloucester. Printed by Gothic Press Limited, London, S.E.11



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